

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:

a game result display device for displaying a game result thereon, the game result display device including a first display device including a plurality of reels on each of which plural symbols are formed and a second display device in arranged in front of the first display device; and

a beneficial state generating device for generating a beneficial state for a player when a specific game result is displayed on the game result display device;

wherein an image displayed on the second display device is generated by synthesizing a plurality of images based on a priority order,

wherein ~~a plural symbol display area~~ areas of the second display device through which the first display device is seen and recognized, ~~is~~ are realized by displaying a predetermined image with higher priority order among the plural images, and

wherein the second display device is constructed from a liquid crystal display device including a liquid crystal panel, a light guide device arranged at a rear side of the liquid crystal panel, an illumination device for generating light which is guided to the light guide device and a reflection device for reflecting light guided to the light guide device toward the liquid crystal panel arranged in front of the light guide device, and

wherein the reflection device is constructed from a reflection film having a reflection area for reflecting light from the light guide device toward the liquid crystal panel and plural non-reflection areas, each of which corresponds to each reel, the non-reflection areas being made light transmittable.

2. (Canceled)

3. (Currently Amended) The gaming machine according to claim 1, wherein the first display device includes a plurality of symbol display parts in each of which

one or more symbols can be variably displayed and stopped, and a game result leading device operable by the player to stop the symbols variably displayed is provided, and

wherein a the predetermined image is displayed under a condition that variable display of the symbols is able to be stopped by operation of the game result leading device.

4. (Currently Amended) The gaming machine according to claim 21, wherein the predetermined image is changed within the non-reflection area which is made light transmittable .

5. (Original) The gaming machine according to claim 1, wherein non-transparent color is determined to the predetermined image.

6. (Currently Amended) The gaming machine according to claim 21, wherein the liquid crystal panel is set to normally white.

7. (Canceled)

8. (New) A gaming machine comprising:

a game result display device for displaying a game result thereon, the game result display device including a first display device and a second display device arranged in front of the first display device; and

a beneficial state generating device for generating a beneficial state for a player when a specific game result is displayed on the game result display device;

wherein an image displayed on the second display device is generated by synthesizing at least a first splite image with a priority order and a second splite image with a priority order, the priority order of the first splite image being higher than the priority order of the second splite image, based on the priority order of the first and second splite images,

wherein plural symbol display areas of the second display device through which the first display device is seen and recognized, are realized by displaying the first splite image with the priority order higher than the priority order of the second splite image, and

wherein the first splite image is superimposed with the second splite image so that the first splite image screens the second splite image based on the priority order of the first and second splite images.

9. (New) The gaming machine according to claim 8, wherein the first display device includes a plurality of symbol display parts in each of which one or more symbols can be variably displayed and stopped, and a game result leading device operable by the player to stop the symbols variably displayed is provided, and

wherein the first splite image is displayed under a condition that variable display of the symbols is able to be stopped by operation of the game result leading device.

10. (New) The gaming machine according to claim 8, wherein the first splite predetermined image is changed within the non-reflection area which is made light transmittable.

11. (New) The gaming machine according to claim 8, wherein non-transparent color is determined to the first splite image.